In the Claims:

Please replace claims 1, 2, 3, 7, 41-43, 49 and 52, all as shown below.

1. (Currently Amended): A method of providing a user interface for control of ~~one or more~~ a plurality of cameras, comprising:

displaying a representation of a scene;

wherein said representation is an image captured by said plurality of cameras;

indicating a location using a cue within said scene;

directing a view of at least one of said ~~one or more~~ plurality of cameras toward said location; and

displaying said view simultaneously with said representation~~; and~~

~~wherein said representation is an image captured by said one or more cameras~~.

2. (Currently Amended): The method according to claim 1, wherein said directing further comprises retrieving at least one virtual view, from at least one of said ~~one or more~~ plurality of cameras, corresponding to said location.

3. (Currently Amended): The method according to claim 1, wherein said displaying a representation further comprises:

retrieving a plurality of video images from said ~~one or more~~ plurality of cameras; and

composing said representation from said plurality of video images.

4. (Cancelled)

5. (Previously Presented): The method according to claim 1, further comprising:

displaying at least one drag and drop icon relating to a location within said scene;

wherein said at least one drag and drop icon is an expandable drag and drop icon, and an amount of zoom of the view is controlled by a size of said expandable drag and drop icon.

6. (Previously Presented): The method according to claim 5, further comprising:

maintaining a proper aspect ratio during user resizing of said expandable drag and drop icon.

7. (Currently Amended): The method according to claim 1, further comprising:

displaying at least one drag and drop icon relating to a location within said scene;

wherein said at least one drag and drop icon is an object corresponding to said view of said ~~one or more~~ plurality of cameras.

8. (Previously Presented): The method according to claim 1, further comprising:

displaying at least one drag and drop icon relating to a location within said scene;

wherein said at least one drag and drop icon has a center portion and a handle movable with respect to said center portion; and

adjusting a parameter of said view based on a position of said handle.

9. (Previously Presented): The method according to claim 8, wherein said parameter can include one or more of an amount of zoom, brightness, and contrast.

10. (Previously Presented): The method according to claim 1, further comprising:

displaying at least one drag and drop icon relating to a location within said scene; and

panning said view associated with said icon during a drag operation performed on the selected icon.

11-40. (Cancelled)

41. (Currently Amended): A method of controlling one or more cameras ~~using an object and an interface including a representation of a scene~~, the method comprising:

using an interface including a representation of a scene and information embedded within the representation such that the information is recognized as a portion of the scene;

associating an object with the interface;

reading the information from the ~~representation~~ interface with the object;

determining a location within the scene with said information;

directing a view of at least one of said one or more cameras toward said location within the scene; and

displaying said view.

42. (Currently Amended): The method of claim 41, wherein said information is digital information ~~encoded~~ embedded within the representation.

43. (Currently Amended): The method of claim 42, wherein said representation is a ~~photo~~ photograph.

44. (Previously Presented): The method of claim 42, wherein said representation is a drawing.

45. (Previously Presented): The method of claim 42, wherein said interface is paper.

46. (Previously Presented): The method according to claim 42, wherein the representation is a graphical representation.

47. (Previously Presented): The method according to claim 42, wherein the representation is an architectural drawing.

48. (Previously Presented): The method according to claim 42, wherein the representation is a schematic.

49. (Currently Amended): The method according to claim 42, wherein directing a view comprises retrieving at least one virtual view, from at least one of said one or more cameras, corresponding to said location.

50. (Previously Presented): The method according to claim 42, wherein the representation comprises an image formed from a plurality of video images from said one or more cameras.

51. (Previously Presented): The method according to claim 42, wherein:

said one or more cameras is a camera array; and

said object corresponds to a virtual view of said camera array.

52. (Currently Amended): A method of providing a user interface for control of ~~one or more~~ a plurality of cameras, comprising:

capturing a scene with ~~at least one of the one or more~~ the plurality of cameras;

indicating a location using a cue within said scene;

detecting said cue;

~~directing~~ generating a virtual view ~~of at least one of the one or more cameras~~ directed toward said location from said scene as captured by the plurality of cameras; and

displaying said virtual view;

wherein the virtual view is a portion of the scene.

53. (Previously Presented): The method of claim 52, wherein the cue is illumination.

54. (Previously Presented): The method of claim 52, wherein the cue is a gesture.

55. (Previously Presented): The method of claim 52, further comprising:

displaying a representation of said scene; and

indicating said location within said representation.